

Like the iMesh interface, MOAB's mesh input and output functions have a `const char* options` argument; this argument is used to pass a wide range of options to the readers and writers. For example, parallel read/write methods, timestep and variable information can all be specified in the options string. The various options implemented by each reader/writer are described in the MOAB [metadata](#) document in the `README.IO` file in the MOAB source code.